





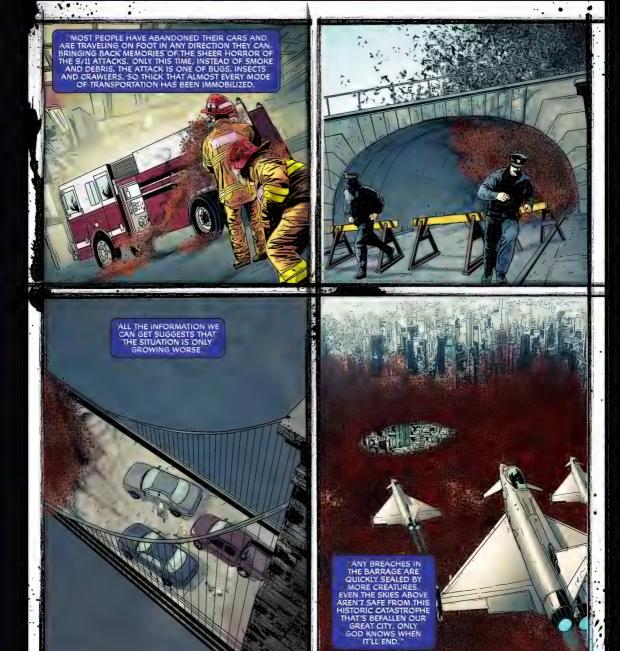






UNLIKE MANY OF OUR RIVAL NEWS OUTLETS, WE'VE BEEN ABLE TO STAY ON THE AIR. MANAGEMENT IS CONCERNED THAT WE AREN'T SURE HOW MUCH LONGER WE'LL BE ABLE TO CONTINUE, BUT WE'LL BRING YOU AS MUCH DETAIL AS WE CAN FOR AS LONG AS POSSIBLE. IF WE DO LOSE OUR CONNECTION, OUR AFFILIATE IN PHILADELPHIA WILL TAKE OVER OUR BROADCAST. IN THE MEANTIME, HERE'S WHAT HAS BEEN CONFIRMED...

LOCAL OFFICIALS SAY THEY'VE SPOKEN TO BOTH THE WHITE HOUSE AND PENTAGON ABOUT WHAT'S FAST BECOMING A STATE OF EMERGENCY. THE PACE OF CRISIS SITUATIONS FAR OUTWEIGHS WHAT CAN BE ADDRESSED, SCHOOL CHILDREN ARE UNABLE TO GET HOME TO THEIR PARENTS. NEARLY ALL TAXIS AND CARS ARE GRIDLOCKED IN THE STREETS, RENDERING MOST EMERGENCY VEHICLES USELESS. POLICE AND FIREFIGHTERS ARE LEFT WAITING ON THE SIDELINES.











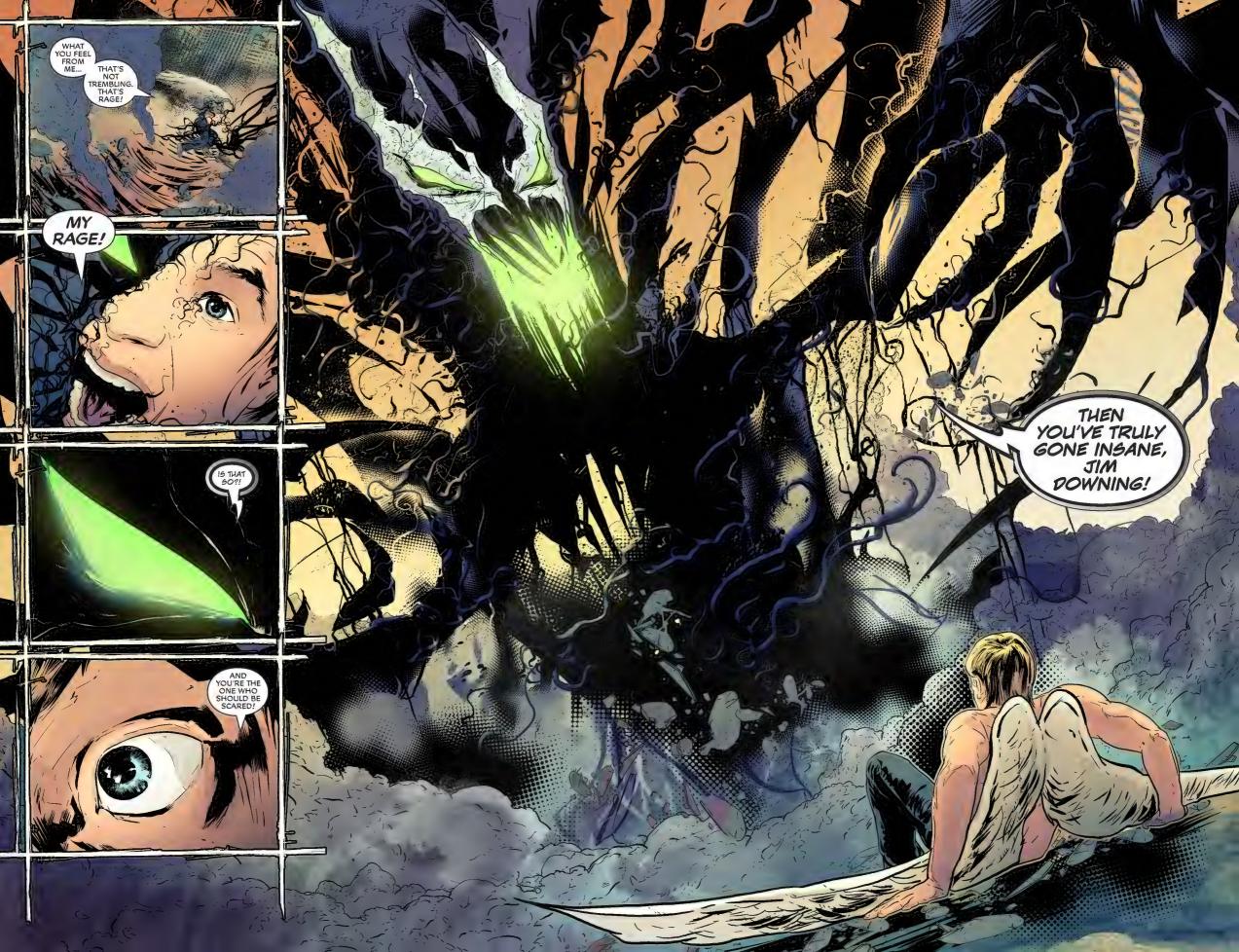




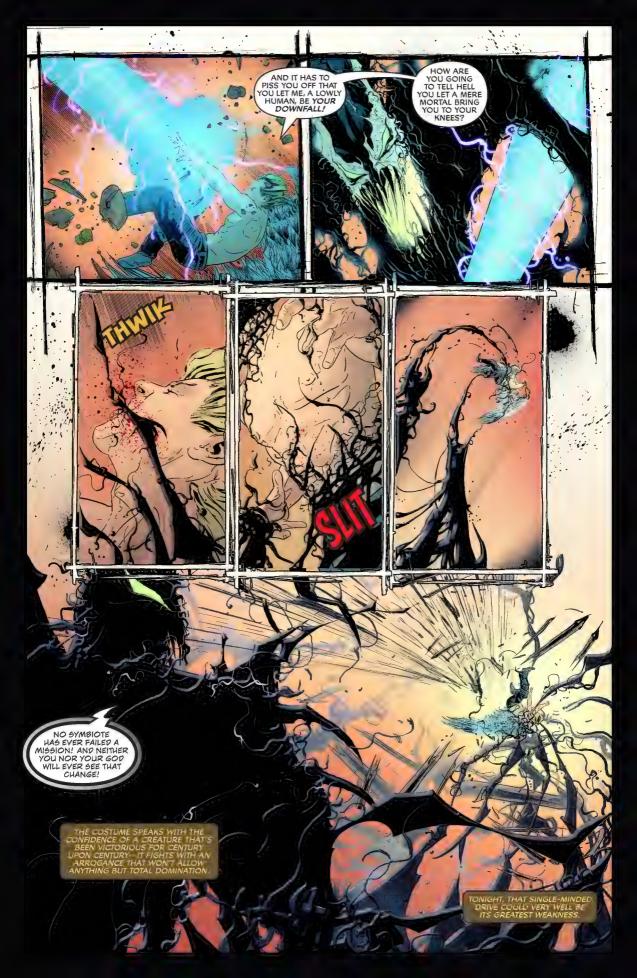






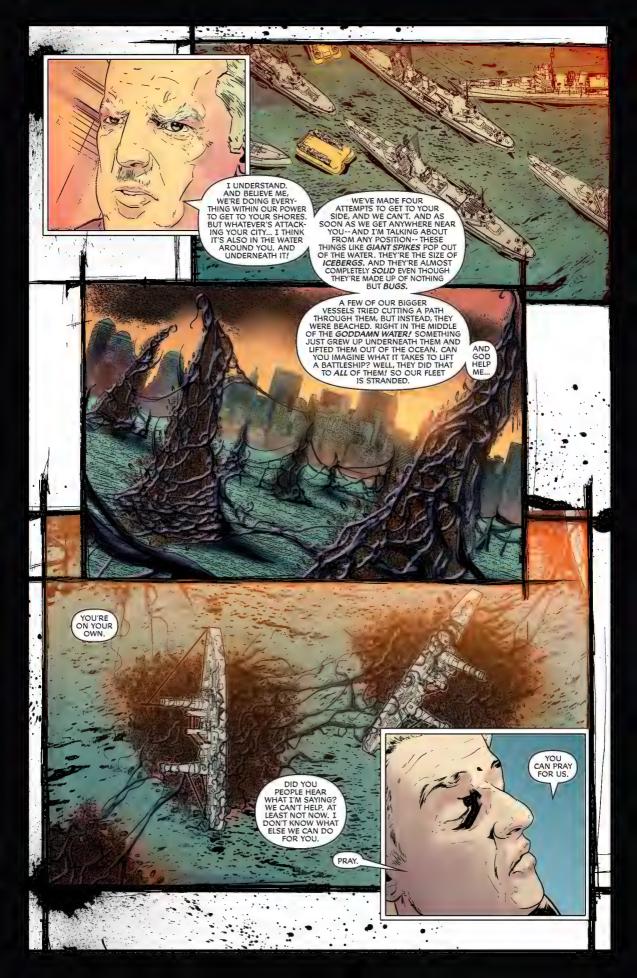
























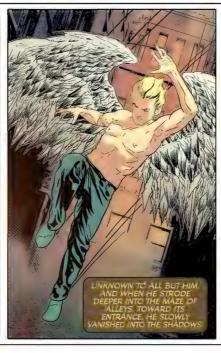
















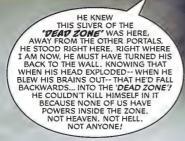












SO HE GOT AS CLOSE AS HE POSSIBLY COULD.

AND AS HE
DIED, HE CROSSED
THE LINE. YOUR
MASTER CROSSED IT
INTENTIONALLY.



















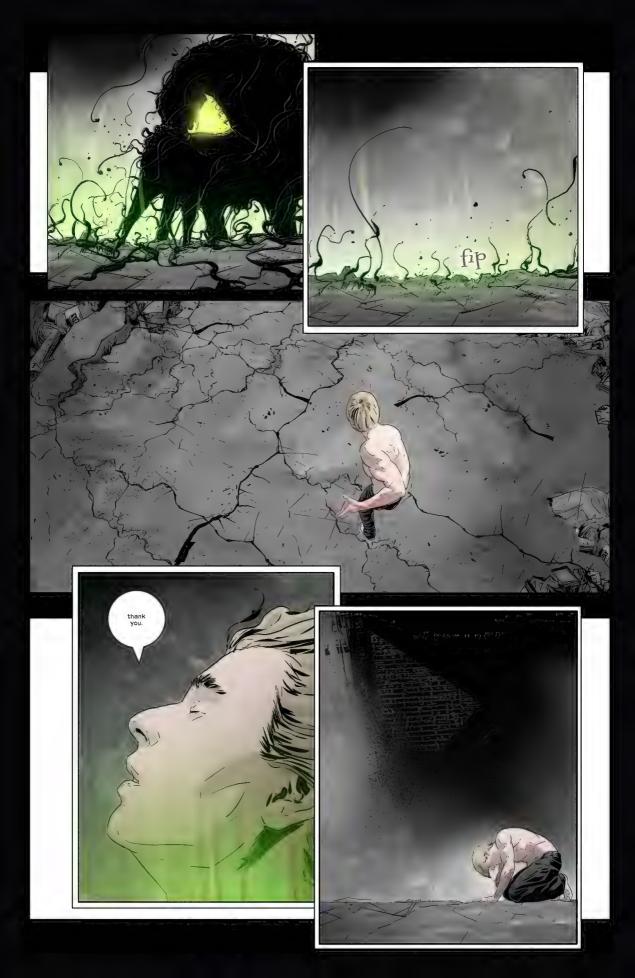














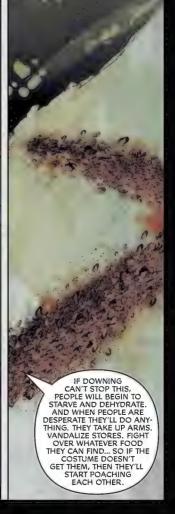
















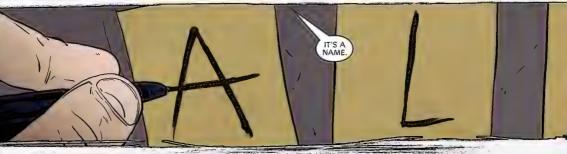
















AS DEATH DESCENDS UPON THEM... AS THEY ARE BLANKETED IN THE BLACK...

THEY PRAY.

AND WHY SHOULD GOD ANSWER THEM? WHY WOULD HE LET ANYTHING LIVE IN THIS ABYSS? BECAUSE THIS ISN'T ABOUT GOD. IT IS MAY 17th. ALMOST TEN MINUTES BEFORE EIGHT P.M. IT'S ABOUT THE HUMAN CONDITION. AND ITS TIME HAS COME! THE DATE IS 5-17. THE TIME IS 7:51. IT'S HIS TIME!





EXPLODES!













Hello evervone.

250 issues...WOW! This is a momentous occasion and an amazing achievement for Todd Mc-Farlane and his creation, Spawn! This edition of Spawning Ground features Brian Haberlin and Jon Goff, Brian and Jon both have a storied history with Spawn in various capacities and Todd thought it would be appropriate for both both of them to reflect on their experiences. After this historic issue, Todd and the Spawn family are excited to continue the journey with our NEW AND TALENTED SPAWN CRE-ATIVE TEAM; writer and Eisner Awared winner, Paul Jenkins, and artist, Jonboy, who just finished a great run at Marvel Comics. Our new team will pick up where #250 leaves off with a special collectors issue titled Spawn Resurrection #1, which will be out next month. Spawn #251 will resume after Spawn Resurrection with our new creative team at the helm. We are all very excited for this new direction and a new era of Spawn that is upon us. We hope you'll join us for the ride! If you haven't already joined Todd on Facebook, Twitter, or Instagram, check it out so you can keep up-to-date on all of the cool things Todd is going to be doing in 2015.

Cheers, Shannon Bailey Publishing Coordinator

### O Spawn 250 makes me think of Spawn 25.

1992 was when I first tried to get a job with Todd. Terry Fitzgerald (at the time Todd's right hand man) gave me a piece to try out on. I busted out the 3D-modeling, digital coloring, FX replacing line art with smoke...flares...etc. The reaction was "can you put back in more of Todd's line art". No job offer, other than coloring a pinup here or there and rightly so as I was a newbie and at the time Todd had Steve Oliff and Olyoptics firing on all cylinders. That next year I was hired by Marc Silvestri to start his computer coloring department, I worked hard, got better, and got to learn from and work with some very talented guys.

Then in 1994, the Image owners had the idea to swap their books for one month. So Marc got to do issue 25 of *Spawn* and me and my guys got to do the coloring for the book. After it came out, Todd called me to tell me how much he liked the color and opened the door to working together at some point in the future.

That very next year I decided to leave TopCow and form my own studio. My first client was Todd and *Spawn*! Not too shabby, huh? I started coloring with issue 41 and my studio and I colored the book through issue 184. Todd was always the best to work with, as he'd generally let you get the work done and at the end of the issue, give you notes on what he liked or didn't for the next issue. I remember one of these sessions taking place on the set for the *Spawn* movie and driving down to the set with John Leguizamo in full Clown costume and makeup...strange days!

Eventually, I became Editor-in-Chief for Todd and was working on my first penciling and inking gig for him, doing a comic series based on his dragon toy line. As I was turning in pages for it, the day came when Todd said, "You know we should get this guy to take over *Spawn*." I had to remind him it was me. So no dragons book. And I got to do a bunch of *Spawn* issues and had the masters, Todd and Greg, to teach me along the way...a real masters class in sequential art and there are no better teachers for that anywhere!

But Todd and Kirkman are the reason I left to do my own creator work with Anomaly. As EIC I was in meetings with Todd and Robert trying to staff the new Haunt book, Todd would often tell an artist we'd meet with, "You don't want to be known for doing Stan and Jack's character's...you want to be known for doing your own characters." And Robert would chime in with the same message. And it sunk in with me--so much so that I had to follow the master's advice. Todd is one of, if not the reason my new graphic novels exist and my new comics in the future. I'm incredibly proud of having a helping hand with his creation and am also INCREDIBLY proud of the landmark that issue 250 is!

Congratulations and all the best to Todd and crew! I can't wait to read the issue!

Brian Haberlin



### Over the course of its twenty-two year history

and an impressive 250 issues, *Spawn* has weaved the elements of a classic superhero tale, along with a healthy dose of horror, social commentary, and pop exploration of religious mythology.

In truth, if you look closely, *Spawn* can be, and has been, any number of things to any number of observers. But at its heart, at its very core, hidden in plain sight for all to see is a very simple truth; above all else...

Spawn is a love story.

As Al found it in Wanda and fought a war across life and death in its name, Jim found some semblance of it in Sara, a young woman seeking hope and finding it in a man, touched by both light and darkness.

Maybe, just maybe, Jim and Sara could have found peace at the eye of the storm Al Simmons started, but as Al's journey has taught us...

Happy endings are not easily won.

Though as we are about to find out, they are worth fighting for. No matter the odds. No matter the sacrifice.

Welcome back Al Simmons. You've left a trail of pain in your wake and the road ahead is no less bumpy, but with love as your prize, it's a road worth walking.

As much as *Spawn* is a love story, it is also a love letter—to comics, storytelling, and the infinite possibilities of the imagination. Created as a singular vision as part of an industry defining revolution, Todd McFarlane's dark take of redemption and the hero's journey, has launched a pop culture empire responsible for the evolution of multiple genres of media – from comics to action figures and animation.

Along the way, Todd has guided Spawn's monthly adventures with the help

of some of the industry's greatest storytellers. Over the previous 250 issues, various offshoots and mini-series, these artist and writers have crafted a mythology rich in character and depth and their names read like an all-star list of some of the industry's greatest talent.

Where then from here? 300? Surely. 350? 400? There can be no doubt. But milestones are easy to call out and easy to recognize. It's the individual pit stops along the way that make up the whole. It's the Violator's first appearance in issue #2. Or the Redeemer in #16. It's Granny Blake getting one last dance. Or Twitch reuniting with his lost son. It's the evolution of Spawn's costume—gradual, as if with intent. It's Cy-Gor. Jason Wynn and Terry Fitzgerald. It's Wanda and Cyan and all of the moments in between that add up to a story, a journey, and 250 issues in, *Spawn's* not just still going...

...it's just getting started.

Jonathan David Goff



Facebook "Lucky 13" Art Contest Runner-up JASON MEETS



Facebook "Lucky 13" Art Contest Runner-up ADNAN ALI

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NEXT ISSUE
Al Simmons is BACK! Join him
on his new journey in SPAWN
RESURRECTION next month! A new
adventure awaits!





# SPAWNING GROUND

Facebook "Lucky 13" Art Contest Runner-ups























#### PREVIOUSLY IN SPAWN

Jim continues to faces off with the Costume and although the Costume believes he has the upper hand, it is in fact Jim, who does. An epic fight ensues as each one tries to outdo the other. Meanwhile, mass chaos of bugs and snakes unravel in the city as the Costume spreads his evil. Sam and Twitch continue to ponder over the mystery of Jim Downing. While they are going over the evidence, the elusive Cog visits them and enlists their help to stop the pandemonium arising in the city. As Sam and Twitch watch the coverage on TV, they notice the bugs begin to form some sort of shape. Twitch then discovers they are not just shapes, but numbers.





Jim Downing (Spawn) – A man whose past is shrouded in mystery, and connected intimately to the very fabric of the Spawn mythos, Jim is the word is newest Hel.spawn. and so much more. Having spent years in a deep coma, Jim's main drive is piecing together the fragments of the man he was, in an effort to discover the man he truly is.



Sara Johnston — When Jim woke from his come (issue #185), Sara was the first person to greet him on the other side of the darkness. A woman of strong faith, Sara's connection to Jim put her life in jeopardy and now she lies in a coma wa'ting for Jim to save her.



Marc Rosen — A would be reporter-turned-med a manager and confident of J m Downing, Marc views Jim as his ticket to a better life — though the price for that success may be far greater than Marc knows.



Susan Mathews — Susan is Marc Rosen's girifriend and a woman with strong abandonment issues. After a tragic suicide, Susan's body now plays host to demon Hel, a spy of Clown's



Detective "Twitch" Williams — Tw.tcn, and his partner Sam, have long been embroiled in the deeper mysteries connected to the Heil Spawn — first with Jims predecessor, Al Simmons, and now with Jim Twitch is unsure of Jim's true motivations, and is haunted by the painful reminder of his son, Max, that was result of his first encounter Jim



Detective Sam Burke — As the paunchy partner of Twitch Williams, he has worked side-by-side with him to find the truth behind the Heilspawn Although he is a bit of a hot head and a lunch mouth, he is fiercely loyal to the law and his friends, especially Twitch



Clown — A deman with close ties to the legacy of the Hei spawn, Clown's goal of controlling. In Downing has continuously been jacpardized. But, ever the survivor, Clown seeks new evenues through which to manipulate his prize. — Downing will not slip through his grasp so easily



Dead Zone — A celest at safe zone, which neutralizes both agents of neaven and Hell's powers. Several Dead Zones exist, though few have been revealed. These portals allow heaven and Hell to place each other's pieces (agents) on the board (Earth), but they're full or gin story may after the game in a way no one's imagined.



Costume/ Symbiote — The hell-born symbiote that was once bound to the AI Simmons, is now attached to Jim Downing. As the symbiote begins to slowly exert more influence only time will tell just how dangerous this payal sold er of Hell truly is

Publishing Coordinator SHANNON BAILEY

Art Director BEN TIMMRECK

Production Artist ANDY ARIAS JORDAN BUTLER JOE FERSTL

Publisher for Image Comics ERIC STEPHENSON

SPAWN CREATED BY TODD McFARLANE

## TODD McFARLANE

SZYMON KUDRANSKI JONBOY (P.59)

FCO PLASCENCIA

TOM ORZECHOWSKI LETTERING

TODD McFARLANE

TODD McFARLANE





